UNIVERSITI TEKNOLOGI MARA

THE INTEGRATION OF AUGMENTED REALITY TECHNOLOGY TO ENHANCE STUDENTS MOTIVATION FOR LEARNING HISTORY SUBJECT IN KLANG DISTRICT ELEMENTARY SCHOOLS

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ABSTRACT

History subject in the Malaysian education system is one of the most important subject to learn. It instilled a sense of patriotism and love towards the country. Therefore, it has become a must pass subject in *Sijil Pelarjaran Malaysia* (SPM). The Ministry of Education had revised the education curriculum where History subject had been introduced in elementary schools and Standard 4 students being the earliest age group to learn it. However, they are demotivated to learn History lessons due to the conventional pedagogy that focuses textbook as the central educational tool. An intervention was needed and preliminary researches had found out that Augmented Reality (AR) technology can motivate the students to learn and improve the overall quality pedagogy. This study aimed to develop and investigate the integration of the Augmented Reality in History subject to enhance teaching and learning environment from the insights of educators and students in Klang District, Selangor. The research is based on qualitative case study design where educators & expert semi-structured interview with students' focus group were employed. Observation was also used to study the behaviour of the participants in using Augmented Reality (AR) The data were then analysed using thematic analysis in order to identify major themes from the participants perception and understanding. The findings from the study shows that both participants had a positive attitude towards the Augmented Reality (AR) technology. The educators were amazed with the technology stating that it can enhance the pedagogy qualities. The students had stated that they had an increase in motivation when they are using the technology. However, there educators expressed their concerns over the Augmented Reality technology that can rob the focus of the students because it uses smartphones as a platform to access the augmented world. Nonetheless, the educators accepted the Augmented Reality technology because of its benefits. The study had a limitation where the samples were being centralized in Klang District. Therefore, for future research suggestion, this study proposes that a bigger sample from multiple schools in multiple states could be considered in order to improve the research accuracy. It is hoped that this study can contribute to the integration of Augmented Reality in the education system as it proves that it can increase the quality of pedagogical process and the students' motivation to learn.

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